EmuMovies

TITUS

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INSTRUCTION BOOKLET

TITUS

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CONTENT RATED BY
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NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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THE STORY

Lois Lane and **Jimmy Olsen** have disappeared — they've been kidnapped by the malevolent powers of **Lex Luthor** and **Brainiac,** who have brought them into a virtual reality version of **Metropolis.**

Explore the incredible powers of **Superman** first-hand as you battle to rescue Lois Lane from the clutches of **Metallo,** then attempt to free Jimmy Olsen from the steel grip of **Darkseid.** Race into outer space to face Brainiac's evil alien technology. And, above all else, destroy Luthor's deadly dream of a virtual reality Metropolis.

You control the powers. You are **SUPERMAN.**

MAIN MENU

How to Use the Menu:

SELECT DIFFERENT OPTIONS GOING UP OR DOWN WITH THE CONTROL STICK.

GO LEFT OR RIGHT WITH THE CONTROL STICK TO MAKE THE CHANGES.

A: TO VALIDATE

B: RETURN TO THE PREVIOUS MENU

NEW GAME: TO START A NEW GAME

IF YOU HAVE ONLY ONE CONTROLLER CONNECTED, IT WILL BRING YOU DIRECTLY TO THE GAME. OTHERWISE, YOU WILL HAVE TO SELECT THE TYPE OF GAME YOU WANT TO PLAY.

LOAD GAME: LOADS A GAME SAVED ON THE CONTROLLER PAK.

LAST GAME: RESUMES THE LAST GAME PLAYED.

OPTIONS: BRINGS YOU TO THE OPTION MENU-*see page 4 for details.*

PRACTICE: THIS TUTORIAL ALLOWS YOU TO CONTROL THE POWERS OF **"THE MAN OF STEEL"** AND EXPLORE VIRTUAL METROPOLIS.

OPTION MENU

MAIN MENU: GOES BACK TO THE MAIN MENU.

SOUND VOLUME: CHANGES THE SOUND EFFECTS VOLUME.

MUSIC VOLUME: CHANGES THE MUSIC VOLUME.

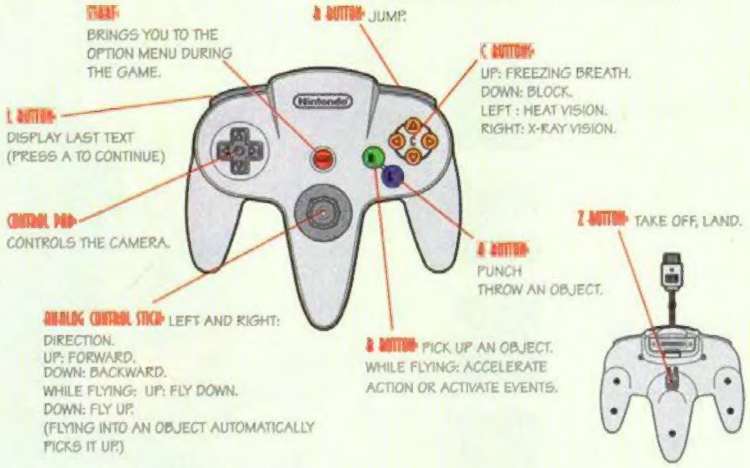
NORMAL MODE: CHANGES THE DIFFICULTY LEVEL OF THE GAME, THE TIME ALLOWED FOR THE OUTDOOR MISSIONS AND THE PORTALS' INDICATIONS. BY DEFAULT THE GAME IS AT NORMAL LEVEL. YOU CAN ALSO CHOOSE TO PLAY THE EASY MODE OR THE SUPERMAN MODE. **ONLY THE SUPERMAN MODE WILL TAKE YOU TO THE END OF THE GAME.**

BIOGRAPHY: GIVES YOU A BIO OF THE MAIN CHARACTERS IN THE GAME.

A: TO SWITCH CHARACTERS

B: TO GO BACK TO THE MAIN MENU

CONTROLS



CONTROL STICK FUNCTION

THE NINTENDO 64 CONTROL STICK USES AN ANALOG SYSTEM TO READ THE ANGLES AND DIRECTIONS OF ITS MOVEMENT. THIS ALLOWS SUBTLE CONTROL THAT IS NOT POSSIBLE USING THE CONVENTIONAL + CONTROL PAD.

WHEN TURNING THE CONTROL DECK POWER **ON**, DO NOT MOVE THE CONTROL STICK FROM ITS NEUTRAL POSITION ON THE CONTROLLER.

IF THE CONTROL STICK IS HELD AT AN ANGLED POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) WHEN THE POWER IS TURNED **ON**, THIS POSITION WILL BE SET AS NEUTRAL. THIS WILL CAUSE GAMES USING THE CONTROL STICK TO OPERATE INCORRECTLY.

TO RESET THE NEUTRAL POSITION ONCE THE GAME HAS STARTED, LET GO OF THE CONTROL STICK SO IT CAN RETURN TO ITS CENTER POSITION (AS SHOWN IN THE PICTURE ON THE LEFT) THEN PRESS **START** WHILE HOLDING THE **L** AND **R** BUTTONS.

COMPATIBLE WITH THE RUMBLE PACK - INSERT WHEN MESSAGE APPEARS ON SCREEN. OTHER CONFIGURATIONS OF THE CONTROLLER ARE PROPOSED IN THE OPTION MENU. THE CONTROL STICK IS A PRECISION INSTRUMENT - MAKE SURE NOT TO SPILL LIQUIDS OR PLACE ANY FOREIGN OBJECTS IN TO IT.

SUPER POWERS

SINGLE PLAYER MODE.

X-RAY VISION

SUPER BREATH

SUPER SPEED

HEAT VISION

ENERGY

REPROGRAMMATION

LURE

MULTIPLAYER MODE.

HOMING MISSILE

ROCKET

MINE

FULL ENERGY

ENERGY + 50%

ENERGY + 25%

TURBO

SHIELD

PLASMA CANNON

GAME PLAY

YOUR OBJECTIVES WILL BE REVEALED BY THE DAILY PLANET WEB PAGE AND A 3D ANIMATED SEQUENCE.

MISSIONS

GAUGES

TO SAVE THE GAME: AT THE END OF EACH MISSION, YOU WILL BE AUTOMATICALLY ASKED TO SAVE THE GAME.

PAUSE MENU

YOU CAN ACCESS THE PAUSE MENU BY PRESSING **START** DURING THE GAME.

ONE PLAYER

RESUME: RESUMES THE GAME.
SOUND VOLUME: CHANGES THE SOUND EFFECTS VOLUME.
MUSIC VOLUME: CHANGES THE MUSIC VOLUME.
DISPLAY CINEMA: CHANGES THE SIZE OF THE SCREEN (CINEMA, NORMAL, 90%...).
RESTART MISSION: RESTARTS THE CURRENT MISSION.
STORY AND CONTROLS: GIVES A BRIEF SUMMARY OF THE STORY AND EXPLAINS THE CONTROLS,
QUIT: RETURNS TO MAIN MENU.

MULTIPLAYER

RESUME: RESUMES THE GAME.
SOUND VOLUME: CHANGES THE SOUND EFFECTS VOLUME.
DISPLAY HORIZONTAL: CHANGES THE WAY THE SCREEN IS SPLIT.
STORY AND CONTROLS: GIVES THE RULES OF THE MULTIPLAYER MODE AND EXPLAINS THE CONTROLS.
QUIT: RETURNS TO THE MULTIPLAYER MENU.

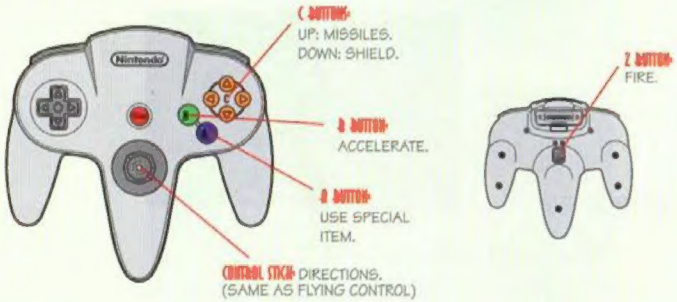
MULTIPLAYER MODE

MENU

SINGLE/TEAM MODE:
AVAILABLE ONLY IN THE FIGHT MODE

CHOOSE THE ARENA:
AVAILABLE ONLY IN THE FIGHT MODE

CONTROLS



RULES

FIGHT MODE: CHASE AND SHOOT THE OTHER PLAYERS. THE PLAYER WITH THE MOST ENERGY LEFT WINS.
RACE MODE: THE PLAYER WITH THE LEAD CREATES PORTALS (A RING WILL APPEAR ON THE UPPER RIGHT CORNER OF HIS SCREEN). THE OTHER PLAYERS HAVE TO CHASE HIM GOING THROUGH THE RED RINGS AND PASS HIM TO TAKE THE LEAD. WHEN A PLAYER TAKES THE LEAD, HIS ENERGY WILL GO BACK UP TO THE MAXIMUM, BUT HE WILL BE SLOWER. THE PLAYER THAT ENDS WITH THE MOST ENERGY WINS.

NOTES

WARRANTY/SERVICE INFORMATION

LIMITED WARRANTY

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This warranty is not applicable to normal wear and tear This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse unreasonable use mistreatment or neglect

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